Lawrence Tech®
Computer Science

In order to promote project / problem based learning in Computer Science classes, Department of Math and Computer Science is pleased to announce:

Computer Science Best Class-Project Award

Instructors of all computer science **undergrad** and **graduate** classes can nominate class projects (individual or team project) for the award. The project, done as a part of class requirements, should be complete, outstanding, professional, unique, creative, research-oriented, not so small, well-documented, and useful.

A committee consisting of 3 to 7 CS Advisory Board members will review submitted projects and select up to 3 winning projects each academic year early May. Judging criteria are as follows:

- The outcome of the project is complete, outstanding, and professional (30%)
- The project is unique & creative, and research-oriented (25%)
- The project is complex and large enough (15%)
- Presentation (oral & documents) is outstanding (15%)
- Product is practically useful (15%)

Each recipient will receive Certificate of award and $200 (sponsored by an anonymous donor). If the project was done by multiple members, $200 will be equally divided.

The following information is required to nominate a project by an instructor OR student(s) by 11:59pm on April 30th. (Note: student self-nomination requires an email endorsement by the class instructor)

- Name of the student(s) and title of the project
- One documentation file in PDF
- One YouTube video link. The duration must be less than 10 minutes.

For questions or to nominate, please email Dr. CJ Chung at cchung@LTU.edu

All the nominated projects and list of winners in 2016-17 previous academic year can be accessed at: http://qbx6.ltu.edu/mcs/ClassProjectAwards/1617.html